

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

Claims 1-16 (Canceled)

1 17. (Currently Amended) A method of processing a transport stream
2 comprising the steps of:
3 (a) parsing the transport stream to derive multiple elemental streams including
4 associated program identifiers;
5 (b) using the associated program identifiers to assign each stream a direct memory
6 access channel;
7 (c) associating each direct memory access channel with a specific location in the
8 memory of a host computer by providing at least one data descriptor comprising a frame
9 descriptor and at least one data descriptor comprising a channel context descriptor,
10 wherein the frame descriptor associates a region in local memory that is the source of data,
11 and the channel context descriptor associates a region in the host memory where data is to
12 be stored ; storing a context in the local memory for each direct memory access channel, the
13 context including a current transfer target address, a byte count and a pointer into a data structure
14 in the local memory that contains frame descriptors, each of which contains a pointer to the
15 starting address of a host memory block, the size of the host memory block, any possible
16 segmentation of the host memory block and a pointer to a next available host memory block
17 and
18 (d) performing direct memory access transfers of the multiple elementary streams
19 to corresponding locations in the memory of the host computer using the direct memory access
20 channels.
1 18. (Currently Amended) The method of claim 17 wherein the multiple
2 elemental streams are transferred between a local memory and the memory of the host computer
3 and at least two sets of data descriptors are provided, wherein the first set comprises a local

4 **memory frame descriptor and a local memory channel context descriptor, and the second**
5 **set comprises a host memory frame descriptor and a host memory channel context**
6 **descriptor.**

1 19. (Previously Presented) The method of claim 17 wherein the multiple
2 elemental streams are transferred between a transport controller and the memory of the host
3 computer.

Claim 20 (Canceled).

1 21. (Previously Presented) The method of claim 19 wherein the direct memory
2 access transfer is an automatic programmable transport interface operation wherein data is not
3 buffered in a local memory prior to the transfer to the memory of the host computer.

Claims 22-23 (Canceled).

1 24. (Previously Presented) The method of claim 17 further comprising the
2 step of transferring the multiple elementary streams to an end user system.

1 25. (Previously Presented) The method of claim 24 wherein the end user
2 system comprises an audio-visual system and wherein the step of transferring the multiple
3 elementary streams to an end user system comprises transferring the multiple elementary streams
4 through an audio-visual interface.

1 26. (Previously Presented) The method of claim 24 wherein the end user
2 system comprises a networked computer system and the step of transferring the multiple
3 elementary streams to an end user system comprises transferring the multiple elementary streams
4 through a network interface.

1 27. (Currently Amended) A system for receiving and processing a transport
2 stream comprising:

3 a receiver for the transport stream having a local memory and a transport
4 controller; and

5 a host computer having a host memory, a host central processing unit (CPU) and a
6 direct memory access (DMA) engine;

7 wherein the transport controller is configured to parse the transport stream to
8 derive multiple elemental streams including associated program identifiers and

9 wherein the local memory is configured to assign each stream a DMA channel
10 using the associated program identifiers, and associate each DMA channel with a specific
11 location in the host memory by providing at least one data descriptor comprising a frame
12 descriptor and at least one data descriptors comprising a channel context descriptor,
13 wherein the frame descriptor associates a region in local memory that is the source of the
14 data, and the channel context descriptor associates a region in the host memory where data
15 is to be stored ; identifying corresponding pointers to a base address of a local memory
16 channel context descriptor and a host memory channel context descriptor, wherein each
17 channel context descriptor contains a frame descriptor that associates a region of the local
18 memory with a corresponding region of the host memory between which DMA transfers of
19 data occur; and

20 wherein the DMA engine uses the DMA channels to transfer the multiple
21 elementary streams to corresponding locations in the host memory.

Claims 28-30 (Canceled).

1 31. (Previously Presented) The system of claim 27 wherein the transport
2 controller is configured by the local memory to associate the program identifiers with
3 corresponding DMA channels so that data is directly transferred between the transport controller
4 and the host memory without being buffered in the local memory prior to transfer.

1 32. (New) The method of claim 17 wherein each of the frame descriptors
2 include the following fields: (1) a segment N pointer field; (2) a segment N size field, which
3 identifies the size of the Nth segment; (3) an end-of-field descriptor bit to identify the last
4 segment in a frame; (4) a last segment number field, which is updated at the end of a data
5 transfer to identify the last filled segment in the frame used for that transfer; and (5) a remaining
6 bytes field, which is updated at the end of a data transfer to identify the number of bytes
7 remaining in the last segment used for that transfer.

1 33. (New) The method of claim 17 wherein each of the channel context
2 descriptors include the following fields: (1) a channel N frame descriptor pointer field, which
3 uniquely associates DMA channel N with a particular block of data; (2) a current address field,
4 which points to the current host or local memory byte address as the data transfer progresses; (3)

5 a segment remaining-bytes field, which identifies the number of bytes remaining in the current
6 field descriptor segment and is updated in real time as the data transfer progresses; (4) a segment
7 number, which identifies in real time the current segment in the frame used for the transfer; (5)
8 an end-of-frame descriptor bit, copied from the end-of-frame descriptor bit of the frame
9 descriptor to identify whether the current segment is the last in a frame; and (6) a channel control
10 byte field.

1 34. (New) The system of claim 27 wherein each of the frame descriptors
2 include the following fields: (1) a segment N pointer field; (2) a segment N size field, which
3 identifies the size of the Nth segment; (3) an end-of-field descriptor bit to identify the last
4 segment in a frame; (4) a last segment number field, which is updated at the end of a data
5 transfer to identify the last filled segment in the frame used for that transfer; and (5) a remaining
6 bytes field, which is updated at the end of a data transfer to identify the number of bytes
7 remaining in the last segment used for that transfer.

1 35. (New) The system of claim 27 wherein each of the context channel
2 descriptors include the following fields: (1) a channel N frame descriptor pointer field, which
3 uniquely associates DMA channel N with a particular block of data; (2) a current address field,
4 which points to the current host or local memory byte address as the data transfer progresses; (3)
5 a segment remaining-bytes field, which identifies the number of bytes remaining in the current
6 field descriptor segment and is updated in real time as the data transfer progresses; (4) a segment
7 number, which identifies in real time the current segment in the frame used for the transfer; (5)
8 an end-of-frame descriptor bit, copied from the end-of-frame descriptor bit of the frame
9 descriptor to identify whether the current segment is the last in a frame; and (6) a channel control
10 byte field.